



Weapons Policy

Weapons and ammunition are potential safety hazards. Possession, use or display of weapons or ammunition are inappropriate in an academic community for any reason other than protection of University employees, faculty, students and members of the public invited on campus as allowed by law, Board of Trustees policies and policies of the University of Maine.

Definitions of Weapons and Ammunition:

A weapon is defined as: an instrument of offensive or defensive combat, something to fight with, and is generally any device capable of projecting a ball, pellet, arrow, bullet, missile, shell or other material. This shall include, but not limited to, firearms, bows, rockets and sling shots. Ammunition is any material capable of being projected by a weapon and makes the weapon operational.

This policy does not apply to the possession and/or use of disabling chemical sprays when used for self defense. (Training in the use of defensive sprays is strongly encouraged. Vendors should be able to provide this training and Material Safety Data Sheets.)

Weapons and Ammunition Prohibition:

1. No weapon or ammunition shall be worn, displayed, used or possessed on campus.
2. Weapons may be stored on campus under the control of the Director of University Public Safety and in accordance with the policy and procedures of the Office of Public Safety.
3. The Director of University Public Safety may grant permission in writing to an individual to possess a weapon or ammunition on campus for instructional purposes and in other special circumstances and under conditions as approved by the Director.

Violation:

Any employee, faculty, student or other representative of the University who violates this policy shall be notified of the violation and subject to disciplinary sanctions under the applicable discipline process.

Exemption:

All currently licensed law enforcement officers are exempt from this policy.

(University of Maine, Office of the Assistant Vice President and Dean of Student Services, April 1996)